

## AMENDMENTS TO THE CLAIMS

Please cancel claims 124, 129, and 134; and amend claims 116, 121-123, 128, and 133 as follows:

1-115. (Cancelled)

116. (Currently Amended) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving an input specifying a Random Motion behavior, the Random Motion behavior

indicating how to change a value of a position parameter of the object over time

based on a ~~pseudo-random~~ partially-random motion path and a speed at which the

object moves along the motion path, wherein the speed is specified by a drag

parameter, and wherein a length of the motion path is specified by an amount

parameter, and wherein a shape of the motion path is determined by a random

seed, a noisiness parameter that determines a level of jaggedness along the motion

path, and a frequency parameter that determines a crookedness of the motion

path, wherein a higher value of the frequency parameter results in the motion path

having more turns, and wherein a lower value of the frequency parameter results

in the motion path being straighter;

animating the object by changing the value of the position parameter of the object over

time according to the Random Motion behavior; and

outputting the animated object[[:]].

~~wherein the Random Motion behavior can be configured regarding:~~

~~an amount parameter, which determines a length of the motion path;~~

~~a frequency parameter, which determines a crookedness of the motion path, wherein a~~

~~higher value of the frequency parameter results in the motion path having more~~

~~turns, and wherein a lower value of the frequency parameter results in the motion path being straighter;~~

~~a noisiness parameter, which determines a level of jaggedness along the motion path; and~~

~~a drag parameter, which determines a speed at which the object moves along the motion path.~~

117-120. (Cancelled)

121. (Currently Amended) A computer program product for animating an object, the computer program product comprising a computer-readable storage medium containing computer program code for:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a ~~pseudo-random~~ partially-random motion path and a speed at which the object moves along the motion path, wherein the speed is specified by a drag parameter, and wherein a length of the motion path is specified by an amount parameter, and wherein a shape of the motion path is determined by a random seed, a noisiness parameter that determines a level of jaggedness along the motion path, and a frequency parameter that determines a crookedness of the motion path, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter;

animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and

outputting the animated object[[:]].

~~wherein the Random Motion behavior can be configured regarding:~~

~~an amount parameter, which determines a length of the motion path;~~  
~~a frequency parameter, which determines a crookedness of the motion path, wherein a~~  
~~higher value of the frequency parameter results in the motion path having more~~  
~~turns, and wherein a lower value of the frequency parameter results in the motion~~  
~~path being straighter;~~  
~~a noisiness parameter, which determines a level of jaggedness along the motion path; and~~  
~~a drag parameter, which determines a speed at which the object moves along the motion~~  
~~path.~~

122. (Currently Amended) A system for animating an object, the system comprising:

a machine-readable storage medium storing computer program code for performing a  
method, the method comprising:

receiving an input specifying a Random Motion behavior, the Random Motion  
behavior indicating how to change a value of a position parameter of the  
object over time based on a ~~pseudo-random~~ partially-random motion path  
and a speed at which the object moves along the motion path, wherein the  
speed is specified by a drag parameter, and wherein a length of the motion  
path is specified by an amount parameter, and wherein a shape of the  
motion path is determined by a random seed, a noisiness parameter that  
determines a level of jaggedness along the motion path, and a frequency  
parameter that determines a crookedness of the motion path, wherein a  
higher value of the frequency parameter results in the motion path having  
more turns, and wherein a lower value of the frequency parameter results  
in the motion path being straighter;

animating the object by changing the value of the position parameter of the object  
over time according to the Random Motion behavior; and  
outputting the animated object; and  
~~wherein the Random Motion behavior can be configured regarding:~~  
~~an amount parameter, which determines a length of the motion path;~~  
~~a frequency parameter, which determines a crookedness of the motion~~  
~~path, wherein a higher value of the frequency parameter results in~~  
~~the motion path having more turns, and wherein a lower value of~~  
~~the frequency parameter results in the motion path being straighter;~~  
~~a noisiness parameter, which determines a level of jaggedness along the~~  
~~motion path; and~~  
~~a drag parameter, which determines a speed at which the object moves~~  
~~along the motion path; and~~  
a processor configured to execute the computer program code stored by the machine-  
readable storage medium.

123. (Currently Amended) In a computer-implemented animation system, a method for  
animating an object, the method comprising:

receiving an input specifying a Random Motion behavior, the Random Motion behavior  
indicating how to change a value of a position parameter of the object over time  
based on a ~~pseudo-random~~ partially-random motion path, wherein a shape of the  
motion path is determined by a random seed and a frequency parameter that  
determines a crookedness of the motion path, wherein a higher value of the  
frequency parameter results in the motion path having more turns, and wherein a  
lower value of the frequency parameter results in the motion path being straighter;

animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and

outputting the animated object[[:]].

~~wherein the Random Motion behavior can be configured regarding a frequency parameter, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter.~~

124. (Cancelled)

125. (Previously Presented) The method of claim 123, wherein the Random Motion behavior can be further configured regarding a noisiness parameter, which determines a level of jaggedness along the motion path, and wherein a higher value of the noisiness parameter results in the motion path being more jagged.

126. (Previously Presented) The method of claim 123, wherein the Random Motion behavior can be further configured regarding an amount parameter, which determines a length of the motion path, and wherein a higher value of the amount parameter results in the motion path being longer.

127. (Previously Presented) The method of claim 123, wherein the Random Motion behavior can be further configured regarding a drag parameter, which determines a speed at which the object moves along the motion path.

128. (Currently Amended) A computer program product for animating an object, the computer program product comprising a computer-readable storage medium containing computer program code for:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a ~~pseudo-random~~ partially-random motion path, wherein a shape of the motion path is determined by a random seed and a frequency parameter that determines a crookedness of the motion path, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter; animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and outputting the animated object[[:]].

~~wherein the Random Motion behavior can be configured regarding a frequency parameter, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter.~~

129. (Cancelled)

130. (Previously Presented) The computer program product of claim 128, wherein the Random Motion behavior can be further configured regarding a noisiness parameter, which determines a level of jaggedness along the motion path, and wherein a higher value of the noisiness parameter results in the motion path being more jagged.

131. (Previously Presented) The computer program product of claim 128, wherein the Random Motion behavior can be further configured regarding an amount parameter, which determines a length of the motion path, and wherein a higher value of the amount parameter results in the motion path being longer.

132. (Previously Presented) The computer program product of claim 128, wherein the Random Motion behavior can be further configured regarding a drag parameter, which determines a speed at which the object moves along the motion path.

133. (Currently Amended) A system for animating an object, the system comprising:

a machine-readable storage medium storing computer program code for performing a method, the method comprising:

receiving an input specifying a Random Motion behavior, the Random Motion behavior indicating how to change a value of a position parameter of the object over time based on a ~~pseudo-random~~ partially-random motion path, wherein a shape of the motion path is determined by a random seed and a frequency parameter that determines a crookedness of the motion path, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter;

animating the object by changing the value of the position parameter of the object over time according to the Random Motion behavior; and

outputting the animated object; and

~~wherein the Random Motion behavior can be configured regarding a frequency parameter, wherein a higher value of the frequency parameter results in the motion path having more turns, and wherein a lower value of the frequency parameter results in the motion path being straighter; and~~

a processor configured to execute the computer program code stored by the machine-readable storage medium.

134. (Cancelled)

135. (Previously Presented) The system of claim 133, wherein the Random Motion behavior can be further configured regarding a noisiness parameter, which determines a level of jaggedness along the motion path, and wherein a higher value of the noisiness parameter results in the motion path being more jagged.

136. (Previously Presented) The system of claim 133, wherein the Random Motion behavior can be further configured regarding an amount parameter, which determines a length of the motion path, and wherein a higher value of the amount parameter results in the motion path being longer.

137. (Previously Presented) The system of claim 133, wherein the Random Motion behavior can be further configured regarding a drag parameter, which determines a speed at which the object moves along the motion path.